ELITE ZEALOT – WARHOST LEADER

CHARACTER INFANTRY – BUILD RATING 3

MOVE	SOAK	REACT	MELEE
6/9"	0	7/9	8

DAMAGE	8

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	10/20"	ALL	7	7	6
Point Blank: Gain +1 Firepower Rating shooting at Short Range.					
Plasma Grenades	6"/-	ALL	5	3	0
Blast: Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.					

UNIT LOADOUTS

Attachment (INF): May be attached to Infantry Units in the same Battle Group.
Battle Hardened (6): Re-roll up to 6 failed Melee Attack Dice.
Commanding Presence (6"): Increase all friendly Reaction Fire Tests within 6" by 1. Reduce all friendly Suppression Tests within 6" by 1.
Fearless: Re-roll failed Suppression Tests. Second result must be accepted.
Heroic Save (Leader): Ignore Damage on a roll of 1 or 1.
Resolute: Re-roll failed Heroic Save. Second result must be accepted.

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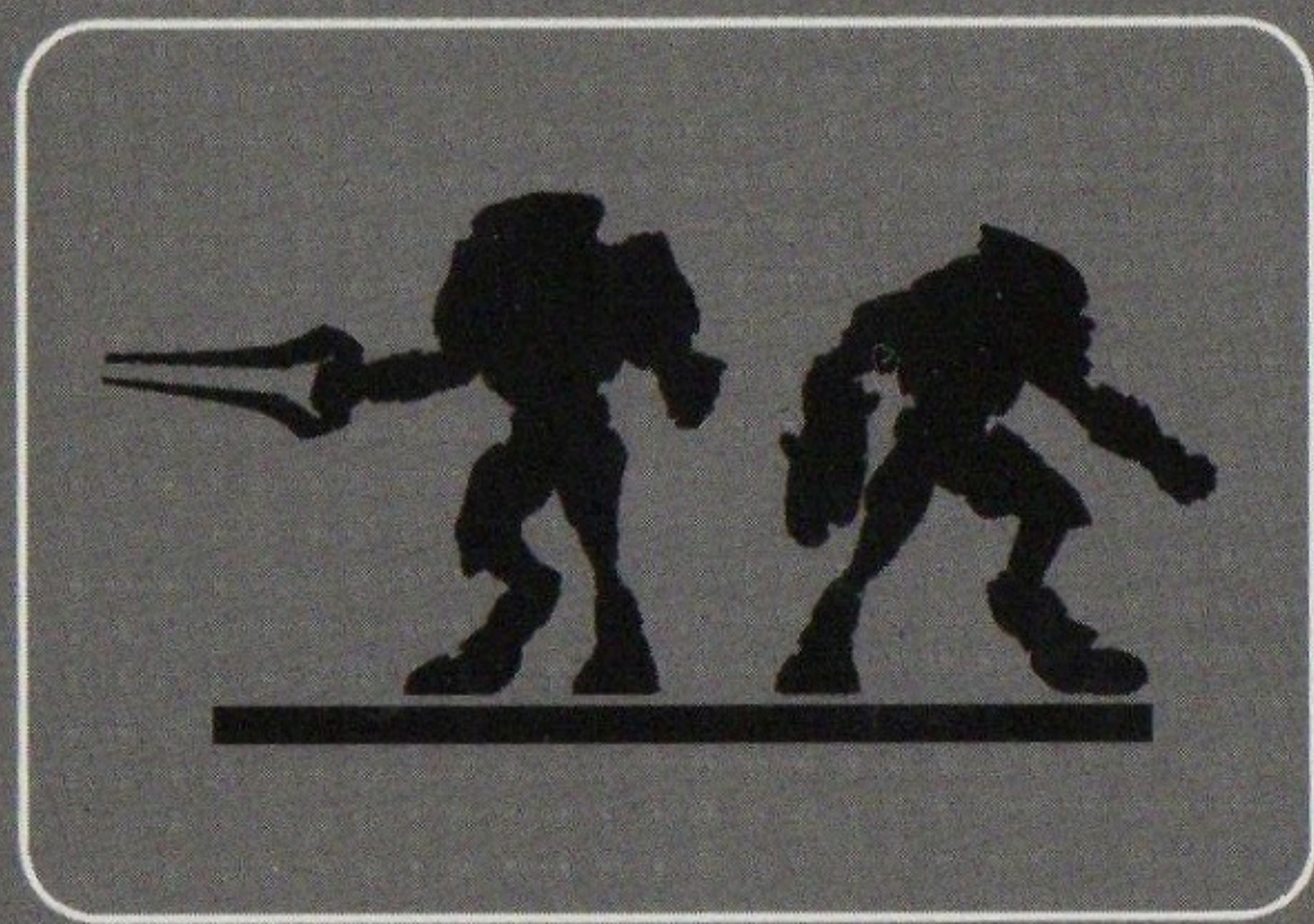
TYPE	ELEMENTS	POINTS
INFANTRY	1	125



Zealots are ruthless and cruel enforcers of the Prophet's orthodoxy. Only the most cunning and bloodthirsty warriors are selected for service as a Zealot, and few of those ever openly serve outside the walls of their cloistered chapterhouses and monastery fortresses. Zealots serve the Way and the Path to the exclusion of all else, and their word is law on military campaigns.

Zealots do not simply command. They are war priests and dervishes who wield both military and religious authority within the Covenant hierarchy, and their order is held in awe by many within the Covenant. Directing their armies with a mix of fear and inspiration, warhosts under the command of a Zealot must perform their sworn oaths or face the lethal consequences of breaking faith.

The Zealot is a force commander and apostle of the Prophets who leads Covenant forces in times of war. They are valuable for their leadership abilities, but take note that they are extremely formidable combatants in their own right and should always be at the front lines of any battle. Their rank is indicated by maroon armour.

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